

# Atlantean language

W en.m.wikipedia.org/wiki/Atlantean\_language

For the language from the Stargate franchise, see [Ancient \(Stargate\)](#).  
The **Atlantean language** is a [constructed language](#) created by [Marc Okrand](#) specially for the [Walt Disney Feature Animation](#) film *[Atlantis: The Lost Empire](#)*. The language was intended by the script-writers to be a possible mother language, and Okrand crafted it to include a vast [Indo-European](#) word stock with its very own grammar, which is at times described as highly [agglutinative](#), inspired by [Sumerian](#) and [North American Indigenous languages](#).

<b>Atlantean</b>	
<b>Pronunciation</b>	dig adlantisag
<b>Created by</b>	<a href="#">Marc Okrand</a>
<b>Date</b>	1996–2001
<b>Setting and usage</b>	2001 film <i><a href="#">Atlantis: The Lost Empire</a></i> and related media
<b>Purpose</b>	<a href="#">constructed languages</a> <a href="#">Artistic languages</a> <a href="#">Fictional languages</a> <b>Atlantean</b>
<b>Writing system</b>	Atlantean Script
<b>Sources</b>	<a href="#">Constructed languages</a> <a href="#">A posteriori languages</a>
<b>Language codes</b>	
<b>ISO 639-3</b>	<i>None</i> ( <span>mis</span> )
<b>Glottolog</b>	<i>None</i>
<b>IETF</b>	<a href="#">art-x-atlantea</a>

## Creation

Linguist [Marc Okrand](#) was hired by Disney to create the Atlantean language.

The Atlantean language (*Dig Adlantisag*) is a historically [constructed](#), [artistic language](#) put together by Marc Okrand for Disney's 2001 film *Atlantis: The Lost Empire* and associated media.<sup>[1]</sup> The Atlantean language is therefore based both on [historic reconstructions](#) as well as on the elaborate [fantasy/science fiction](#) of the *Atlantis: The Lost Empire* mythos. The fictional principles upon which the Atlantean language was created are: Atlantean is the “[Tower of Babel](#) language”, the “[root dialect](#)” from which all languages descended; it has existed without change since sometime before 100,000 B.C., in the First or Second Age of Atlantis until the present.

To accomplish this, Okrand looked for common characteristics from various world languages and was also heavily inspired by the [Proto-Indo-European language](#). His main source of words ([roots](#) and [stems](#)) for the language is Proto-Indo-European,<sup>[1]</sup> but Okrand combines this with [Biblical Hebrew](#), later Indo-European languages such as [Latin](#) and [Greek](#), and a variety of other known or reconstructed ancient languages.<sup>[2][3][4]</sup>

## Writing systems

Atlantean has its own script created expressly for the movie by John Emerson with the help of Marc Okrand, and inspired by ancient alphabetical scripts, most notably Semitic. There are, however, different kinds of transliteration into the Roman script.

## Atlantean Script

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### The Atlantean script and numerals

There is no punctuation or capitalization in the native Atlantean Writing System. Okrand based this on ancient writing systems. The Atlantean Script is normally in boustrophedon, that is to say it is written left to right for the first line, right to left the second, and left to right again the third, to continue the pattern. This order was also suggested by Okrand, based on ancient writing systems, and it was accepted because, as he explained, "It's a back-and-forth movement, like water, so that worked."<sup>[1][5]</sup>

The Atlantean script includes more characters than are actually employed in the language itself. These letters being c, f, j, q, v, x, z, ch, or th, they were created so that Atlantean might be used as a simple cipher code in the media and for promotional purposes. They are all also based on diverse ancient characters, just like the rest of the alphabet.<sup>[1]</sup>

## Roman Script

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Apart from the native Atlantean script created for the show, the language can be transcribed using the Roman script. There are two versions for doing so:

Example sentence, broken down:

Nishentop

NEE-shen-toap

spirit-PL (plural number)-VOC (vocative case)

Adlantisag,

AHD-luhn-tih-suhg,

Atlantis-GEN (genitive case),

kelobtem

KEH-loab-tem

chamber-ACC (accusative case)

Gabrin

GAHB-rihn

2 (second person) PL (plural number) FAM (familiar register)-GEN (genitive case)

karoklimik

KAH-roak-lih-mihk

defile-PPERF (past perfect)-1 (first person) SG (singular number)

bet

bet

for  
gim  
gihm  
and  
demottem  
DEH-moat-tem  
land-ACC (accusative case)  
net  
net  
into  
getunosentem  
GEH-tuh-noh-sen-tem  
intruder-PL (plural number)-ACC (accusative case)  
bernotlimik  
behr-NOAT-lih-mihk  
bring-PPERF (past perfect)-1 (first person) SG (singular number)  
bet  
bet  
for  
kagib  
KAH-gihb  
1 (first person) SG (singular number)-DAT (dative case)  
lewidyoh.  
LEH-wihd-yoakh.  
forgive-IMP (imperative mood)-PL (plural number)  
"Spirits of Atlantis, forgive me for defiling your chamber and bringing intruders into the land."

The following is a table that shows the correspondences between the different modes of transcription and also provides the probable IPA values.<sup>[5][8][9]</sup>

Standard Transcription	a	b	g	d	e	u	w	h	i	y	k	l	m	n	o	p	r	s	sh	t
Reader's Script	ah, uh	b	g	d	eh, e	oo, u	w	kh	ee, ih	y	k	l	m	n	oa, oh	p	r	s	sh	t
IPA	[ɑ, ə]	[b]	[g]	[d]	[e, ε]	[u, ʊ]	[w]	[x]	[i, ɪ]	[j]	[k]	[l]	[m]	[n]	[o, ɔ]	[p]	[r, r̥]	[s]	[ʃ]	[t]

## Numerals

John Emerson, Marc Okrand, and the filmmakers also created numerals for 0–9. They are stacked horizontally, however, and hold place values of 1, 20, and 400. Their components are based on [Mayan numerals](#) and internally composed for the font (example above) like [Roman numerals](#). If used according to the now-offline Official Website's directions, they are used, alternatively, like [Arabic numerals](#).<sup>[1][6][10]</sup>

Numeral	Atlantean	English
1	<i>din</i>	one
2	<i>dut</i>	two
3	<i>sey</i>	three
4	<i>kut</i>	four
5	<i>sha</i>	five
6	<i>luk</i>	six
7	<i>tos</i>	seven
8	<i>ya</i>	eight
9	<i>nit</i>	nine
10	<i>ehep</i>	ten
20	<i>dut dehep</i>	twenty
30	<i>sey dehep</i> <sup>[12]</sup>	thirty
40	<i>kut dehep</i>	forty
50	<i>sha dehep</i>	fifty
60	<i>luk dehep</i>	sixty
70	<i>tos dehep</i>	seventy
80	<i>ya dehep</i>	eighty
90	<i>nit dehep</i>	ninety

Cardinal numbers<sup>[11]</sup>

## Numeral suffixes

Ordinals are formed adding the suffix *-(d)lag*: *sey* 'three', *seydlag* 'third'. The *d* is omitted if the root ends with an obstruent or nasal consonant: *dut* 'two', *dutlag* 'second'.<sup>[13]</sup> Fractions are formed with the suffix *-(d)lop*: *kut* 'four', *kutlop* 'quarter', *sha* 'five', *shadlop* 'fifth (part)'.<sup>[14]</sup> And finally, distributives are formed with the suffix *noh*: *din* 'one', *dinnoh* 'one at a time, one each'.<sup>[13]</sup>

## Phonology

### Consonants

		(Alveolo-)	
<u>Bilabial</u>	<u>Alveolar</u>	<u>palatal</u>	<u>Velar</u>

<b><u>Nasal</u></b>	m	n		
	<b><u>voiceless</u></b>	p	t	k
<b><u>Plosive</u></b>	<b><u>voiced</u></b>	b	d	g
<b><u>Fricative</u></b>		s	ʃ [a]	x [b]
<b><u>Approximant</u></b>	w	l	j [c]	
<b><u>Trill</u></b>		r		

IPA chart of Atlantean consonants

1. ʃ Transliterated as <sh> in Writer's Script and Reader's Script.
2. h Transliterated as <h> in Writer's Script (bibix, inner cover of Subterranean Tours) and <kh> in Reader's Script.
3. y Transliterated as <y> in Writer's Script and Reader's Script.

## Vowels

Atlantean's phonetic inventory includes a vowel system with five phonemes. Most vowels have two prominent allophonic realizations, depending on whether it occurs in a stressed or unstressed syllable.

	<b><u>Front</u></b>		<b><u>Central</u></b>		<b><u>Back</u></b>	
	Tense	Lax	Tense	Lax	Tense	Lax
<b><u>High</u></b>	i	ɪ			u	ʊ
<b><u>Mid</u></b>	e	ɛ			o	ɔ
<b><u>Low</u></b>			a	ə		

IPA chart of Atlantean vowels

Vowels in stressed syllables tend to be tense, and likewise unstressed ones tend to be more lax. Thus, for example, /i/ is realized as [i] or [ɪ] in stressed and unstressed syllables, respectively. Likewise, /e/ is realized as [e] or [ɛ], and so on. There are three diphthongs, namely *ay*, *ey*, *oy*.

Aside from the stressed-syllable-based vowel system, the only other example of prominent phonological phenomenon seems to be a special kind of sandhi occurring in verbs, when the pronoun is combined with the aspect marker.

When the suffix for the first person singular *-ik* combines with tenses that employ *-i*, *-o* (Past and Future tenses), it becomes *-mik*.

bernot-o-**ik** → bernot-o-**mik**

But when combined with suffixes that feature *-e* (Present tenses), the same suffix becomes *-kik*.

bernot-e-**ik** → bernot-e-**kik**

## Grammar

Atlantean has a very strict subject-object-verb word order, with no deviations from this pattern attested. Adjectives and nouns in the genitive case follow the nouns they modify, adpositions appear only in the form of postpositions, and modal verbs follow the verbs that they modify and subsequently take all personal and

aspectual suffixes. However, adverbs precede verbs. The language includes the use of an interrogative particle to form questions with no variation in word order.<sup>[1]</sup>

Some sentences appear to employ some kind of particles sometimes termed "sentence connectors". These particles are of obscure meaning but are theorized to relate two clauses in a logical yet idiomatic manner.<sup>[1]</sup> The exact meaning and usage of these particles is not known, but without them sentences are difficult to reconcile with their translations.

ex:

Wiltem

city-ACC (accusative case)

neb

DEM (demonstrative)

gamosetot

see-PRES (present tense)-3SG (third person singular)

**deg**

**PART (particle)**

duweren

outsider-PL (plural number)

tirid.

all.

"No outsiders may see the city and live."

(But more literally: "He sees the city PARTICLE all outsiders.")

In the example above there is no actual mention of the consequences for outsiders, yet the subtitle in the movie translates it as a warning even without any mention of living or dying. A possibility exists that, in order to match the lip movement of the characters in the movie and the time of the dialogue, the language had to be shortened, often leaving out key parts of the sentence. It is known that the Atlantean lines in the movie were ad-libbed afterwards.

ex:

Tab.top,

father-VOC (vocative case),

lud.en

person-PL (plural number)

neb.et

DEM (demonstrative)-PL (plural number)

kwam

NEG (negation/negative)

gesu

help

bog.e.kem

be able-PRES (present tense)-1SG (first person singular)

deg

**PART (particle)**

yasek.en

noble-PL (plural number)

gesu.go.ntoh.

help-FUT (future tense).POSB (possible)-3PL (third person plural)

"Father, these people may be able to help us."

(But more literally: "Oh Father, we cannot help these people PARTICLE they will help the nobles."<sup>[1]</sup>)

In this example the sentences seem to be better connected, and the particle is rendered as almost "but, yet". It is difficult to reconcile the two, however.

## Nouns

Atlantean has seven cases for nouns, five for pronouns and two for numbers.

### Grammatical cases

Name	Suffix	Example	English Gloss
<u>Nominative</u>	no suffix	yob	the crystal (subject).
<u>Accusative</u>	-tem	yobtem	the crystal (object).
<u>Genitive</u>	-ag	yobag	of the crystal
<u>Vocative</u>	-top	Yobtop	O Crystal!
<u>Instrumental</u>	-esh	yobesh	using crystal
<u>Essive</u>	-kup	yobkup	(as, composed of, being) crystal
<u>Dative</u>	-nuh	yobnuh	(for, to, on behalf of) crystal

### Grammatical Cases

Notes:

1. ^ With the exception of "mat", "mother", which takes the special Maternal Filial Suffix -tim. Note that the only other kinship term, "father", "tab", takes the usual -top.
2. ^ As discussed in "The Shepherd's Journal" on the "Collector's DVD": ketub-kup (page 4) and setub-mok-en-tem (page 10), setub-mok-en-ag (page 5), and setub-kup (pages 1–4).
3. ^ As discussed in "The Shepherd's Journal" on the "Collector's DVD": derup-tem and derup-nuh (page 5).

### Other suffixes

Grammatical Function	Suffix	Example	English Gloss
Plural	-en	yoben	crystals

### Other Noun Suffixes

Nouns are marked as plural with the suffix *-en*. Case suffixes never precede the *-en* plural suffix. "-Mok" occurs after it.

## Pronouns

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	Singular	Plural
1st person	kag	gwis
	unfamiliar	moh
	familiar	gebr
2nd person		gabr
3rd person	tug tuh tok	sob

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### Independent Pronoun

	Singular	Plural
1st person	-ik	-kem
2nd person	-en	-eh
3rd person	-ot	-toh

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### Suffix

There are five cases for pronouns.

## Grammatical cases

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Name	Suffix	Example	English Gloss
<u>Nominative</u>	no suffix	kag	I
<u>Accusative</u>	-it	kagit	me, whom was (sent), etc.
<u>Dative</u>	-ib	kagib	(to) me
<u>Genitive</u>	-in	kagin	my (my heart, karod kagin)
<u>Instrumental</u>	-is	kagis	by my means, with (using) me, via me, etc.

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### Grammatical Cases

Notes:

1. <sup>△</sup> The pronoun analog to the noun instrumental case suffix *-esh*. Appears in "First Mural Text" on the "Collector's DVD": tug-is.

## Verbs

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Verbs are inflected with two suffixes, one for tense/aspect and the next for person/number.<sup>[1]</sup>

### Tense/aspect suffixes

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	Name	Suffix	Example	Other Examples
Present	Simple Present	-e	bernot.e.kik bring-PRES. (present tense)-1SG. (first person, singular) I bring	sapoh.e.kik I view
	Present Perfect	-le	bernot.le.kik bring-PRES. (present tense) PERF. (perfect)-1SG. (first person, singular) I have brought	
	Present Obligatory	-se	bernot.se.kik bring-PRES. (present tense) OBLG. (obligatory mood)-1SG. (first person, singular) I am obliged to bring	kaber.se.kem we are obliged to warn
Past	Simple Past	-i	bernot.i.mik bring-PAST. (past tense)-1SG. (first person, singular) I brought	es.i.mot it was sapoh.i.mik I viewed
	Immediate Past	-ib	bernot.ib.mik bring-IMM. (immediate) PAST. (past tense)-1SG. (first person, singular) I just brought	
	Past Perfect	-li	bernot.li.mik bring-PAST. (past tense) PERF. (perfect)-1SG. (first person, singular) I had brought	
Future	Simple Future	-o	bernot.o.mik bring-FUT. (future tense)-1SG. (first person, singular) I will bring	komtib.o.nen you will find
	Future Possible	-go	bernot.go.mik bring-FUT. (future tense) POSSB. (possible)-1SG. (first person, singular) I may bring	gesu.go.ntoh they may help

Future Perfect	-lo	bernot.lo.mik bring-FUT (future tense). PERF (perfect)-1SG (first person singular) I will have brought	komtib.lo.nen you will have found
Future Obligatory	-so	bernot.so.mik bring-FUT (future tense). OBL.G (obligatory mood)-1SG (first person singular) I will be obliged to bring	komtib.so.nen you will be obliged to find

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#### Tense/Aspect suffixes

#### Mood and Voice suffixes

Name	Suffix	Example	English Gloss
Imperative Mood Singular	no suffix	bernot!, nageb!	<i>bring!, enter!</i>
Imperative Mood Plural	-yoh	bernot.yoh!, nageb.yoh!	<i>(you all) bring!, (you all) enter!</i>
Passive Voice	-esh	pag.esh.e.nen, bernot.esh.ib.mik	<i>you are thanked (thank you), I was just brought</i>
Infinitive	-e	bernot.e, wegen.e, gamos.e	<i>to bring, to travel, to see</i>

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#### Mood suffixes

#### See also

[Languages in Star Wars](#) - Another Disney property with constructed languages

#### Notes

- <sup>1</sup> <sup>a</sup> <sup>b</sup> <sup>c</sup> <sup>d</sup> <sup>e</sup> <sup>f</sup> <sup>g</sup> <sup>h</sup> <sup>i</sup> "Production Notes." Atlantis-The Lost Empire. Ed. Tim Montgomery, 1996–2007. The Unofficial Disney Animation Archive. 13 January 2007. [Animationarchive.net](http://Animationarchive.net)
- <sup>2</sup> <sup>a</sup> Kalin-Casey, Mary. "Charting Atlantis the crew behind Disney's latest animated adventure takes you behind the scenes." Features Interviews. 17 January 2007 [Reel.com](http://Reel.com) [Archived](#) January 18, 2006, at the [Wayback Machine](#)
- <sup>3</sup> <sup>a</sup> Murphy, Tab, Platon, David Reynolds, Gary Trousdale, Joss Whedon, Kirk Wise, Bryce Zabel, and Jackie Zabel. Atlantis the Lost Empire: The Illustrated Script [Abridged Version with Notes from the Filmmakers], 55.
- <sup>4</sup> <sup>a</sup> Henn, Peter (June 1, 2001). "*Finding Atlantis*". *Film Journal International*. Archived from *the original* on January 16, 2014. Retrieved August 30, 2011.
- <sup>5</sup> <sup>a</sup> <sup>b</sup> Wloszczyna, Susan. "New movie trek for wordsmith." USA Today Online. 24 May 2001. 12 Jan. 2007. [USA Today](http://USA Today)
- <sup>6</sup> <sup>a</sup> <sup>b</sup> <sup>c</sup> Anderson, Matt. "Parlez-vous Atlantean?" Movie Habit. 12 January 2006 [Moviehabit.com](http://Moviehabit.com)
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- <sup>8</sup> <sup>a</sup> Kurtti, Jeff. Atlantis Subterranean Tours: A Traveler's Guide to the Lost City (Atlantis the Lost Empire). New York: Disney Editions: 2001, Inside Front Cover.

9. <sup>^</sup> Hahn, Don; Wise, Kirk; Trousdale, Gary et al. 2-Disc Collector's Edition: Atlantis: The Lost Empire, especially Features "How to Speak Atlantean", "The Shepherd's Journal".
10. <sup>^</sup> John, David. Atlantis: The Lost Empire: The Essential Guide. New York: Dorling Kindersley Publishing, Inc., 2001, 33.
11. <sup>^</sup> Kurtti, Jeff. Atlantis Subterranean Tours: A Traveler's Guide to the Lost City (Atlantis the Lost Empire). New York: Disney Editions: 2001, 60.
12. <sup>^</sup> Kurtti, Jeff. Atlantis Subterranean Tours: A Traveler's Guide to the Lost City (Atlantis the Lost Empire). New York: Disney Editions: 2001, 31.
13. <sup>^</sup> Hahn, Don; Wise, Kirk; Trousdale, Gary et al. 2-Disc Collector's Edition: Atlantis: The Lost Empire, 01 10 0:50:31.

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## External links

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